

Figure 1

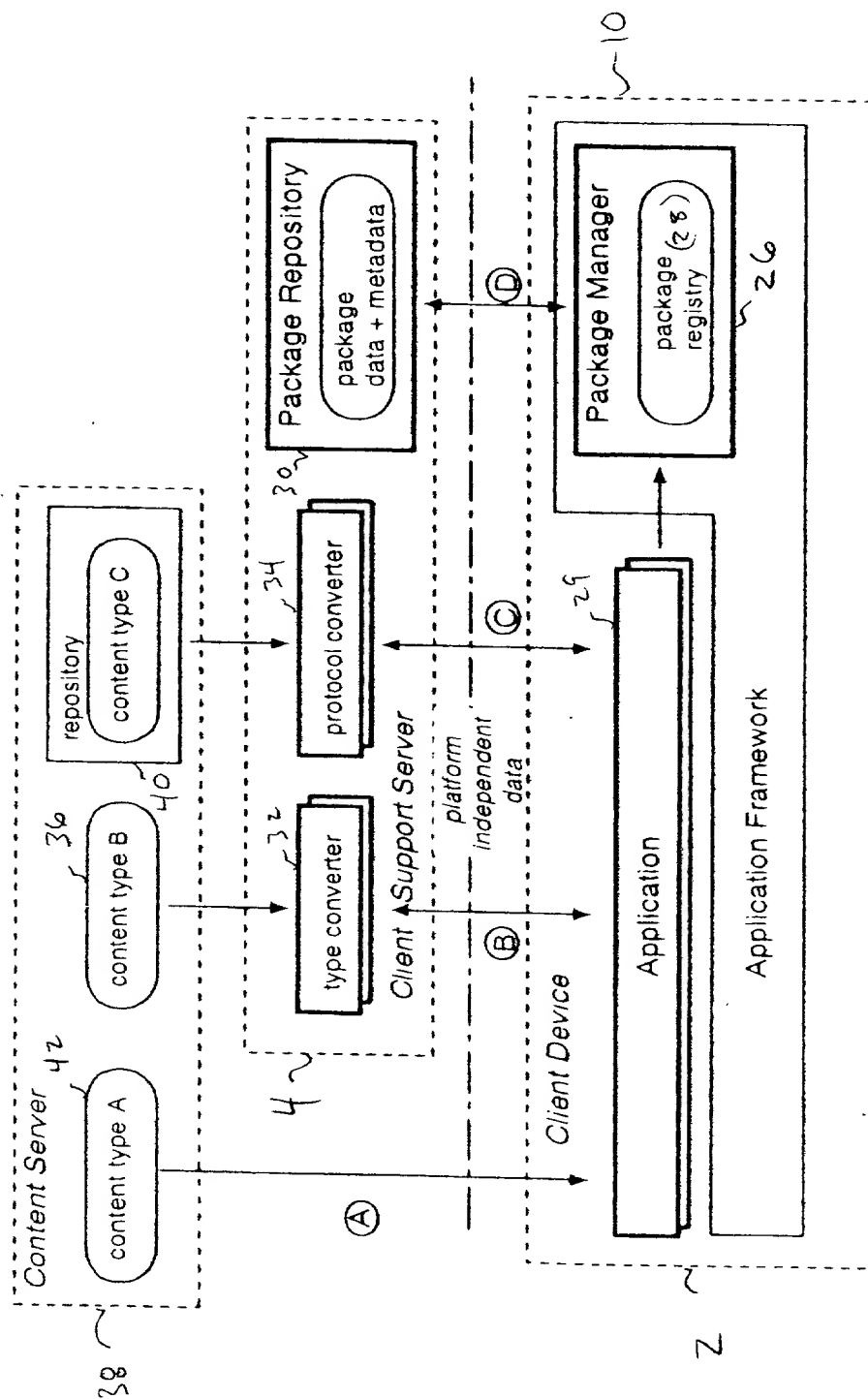


Figure 2

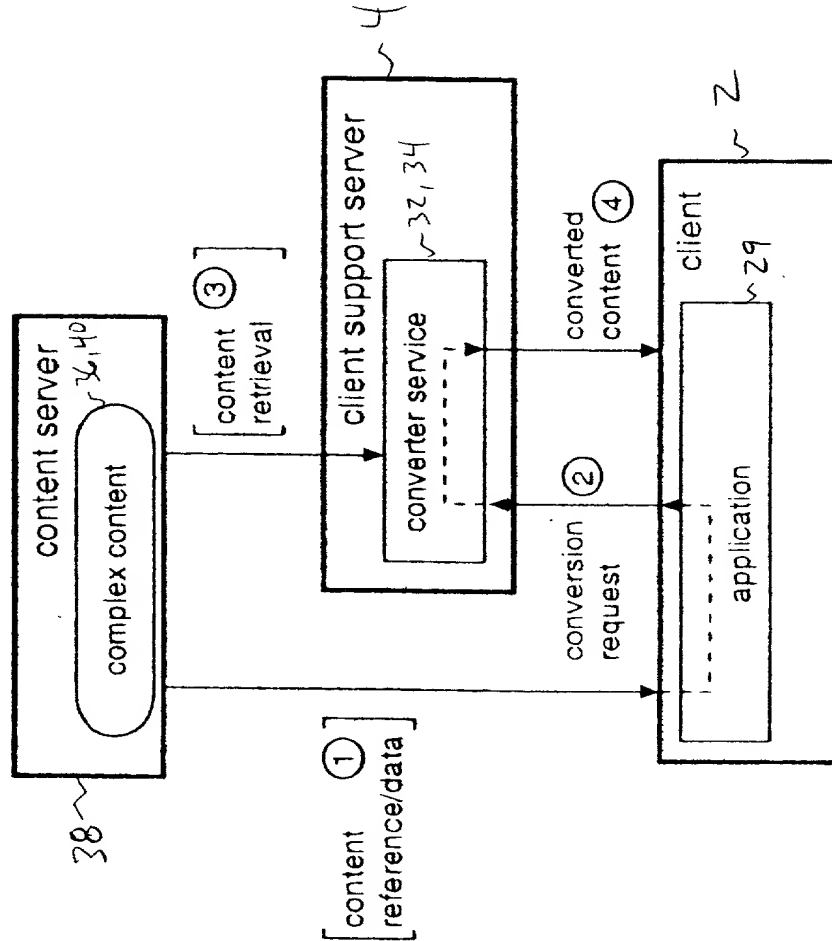


Figure 3

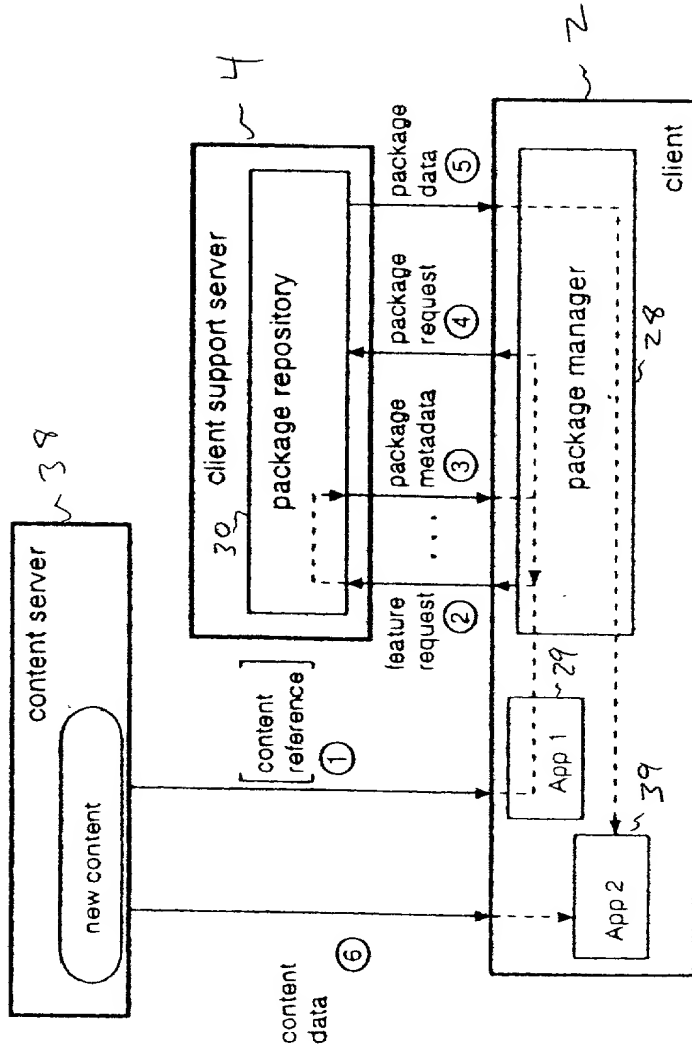


Figure 4

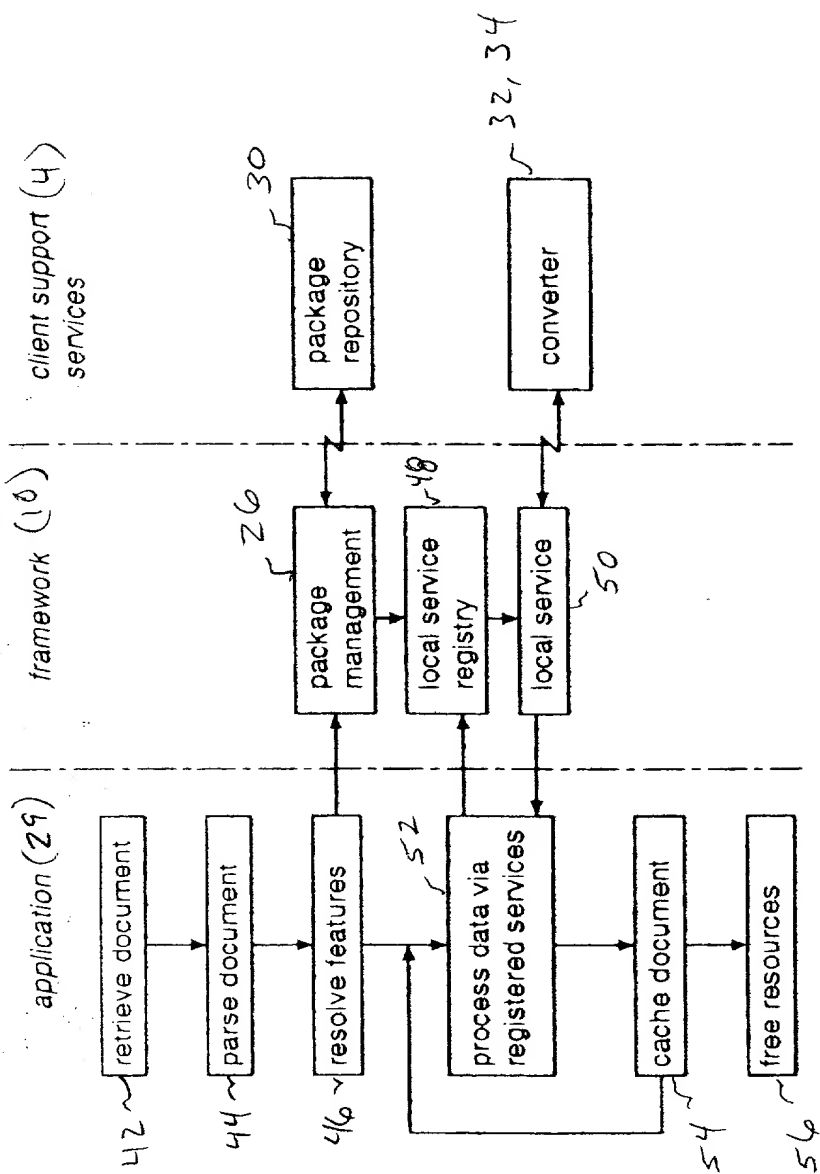


Figure 5

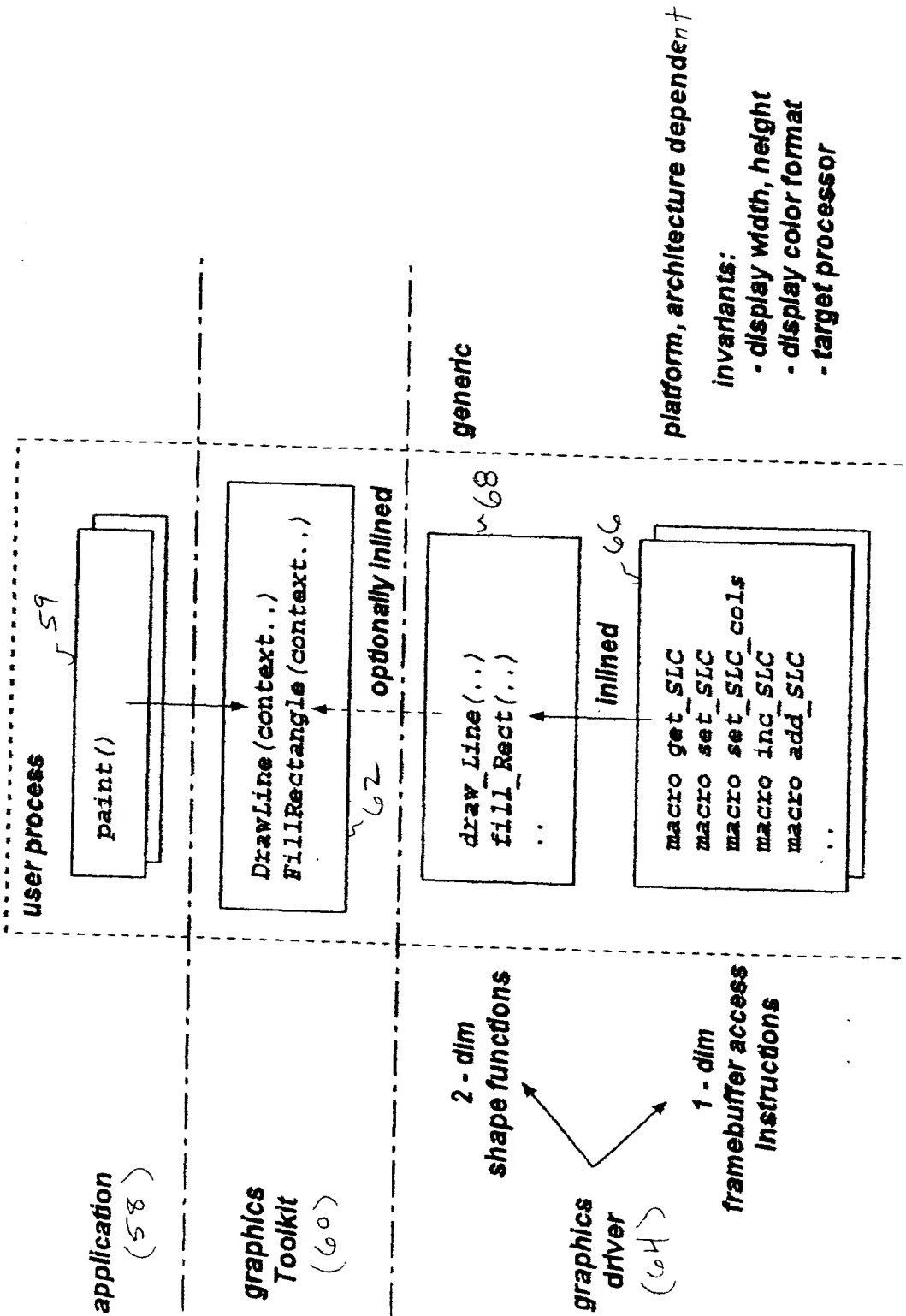


Figure 6

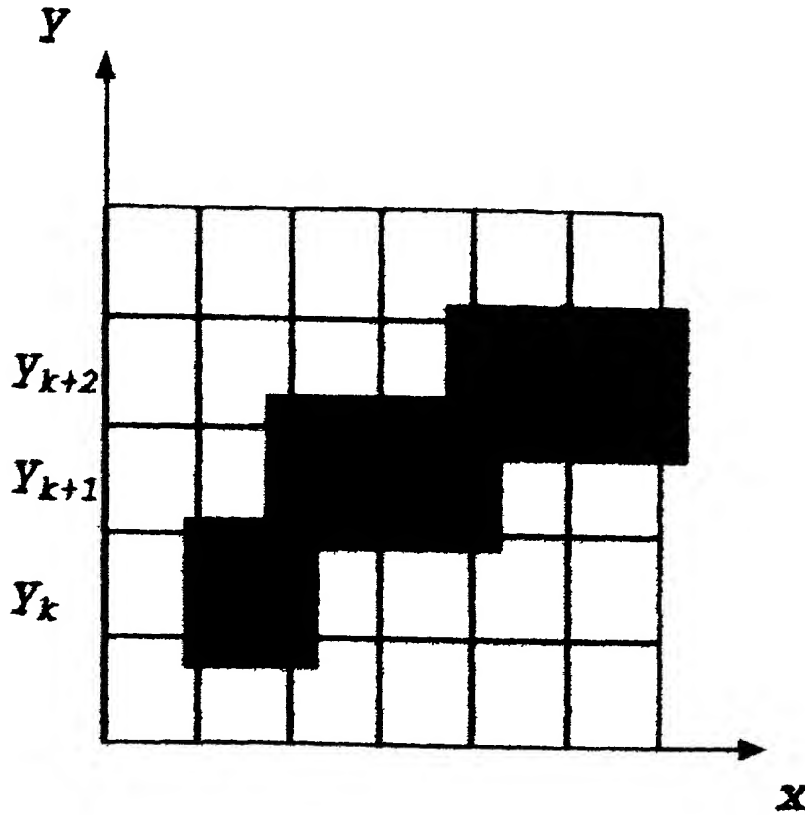


Figure 7

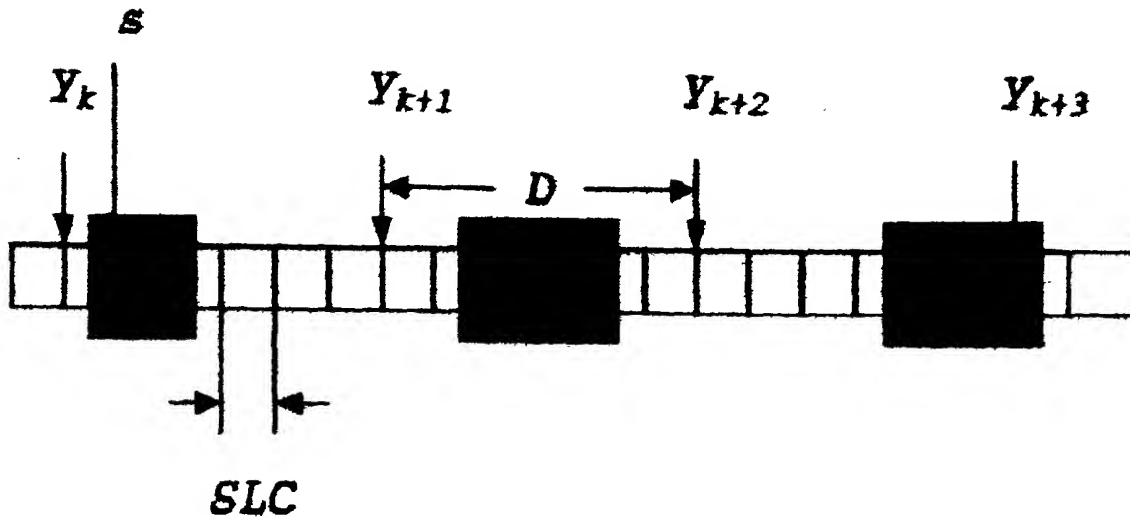


Figure 8

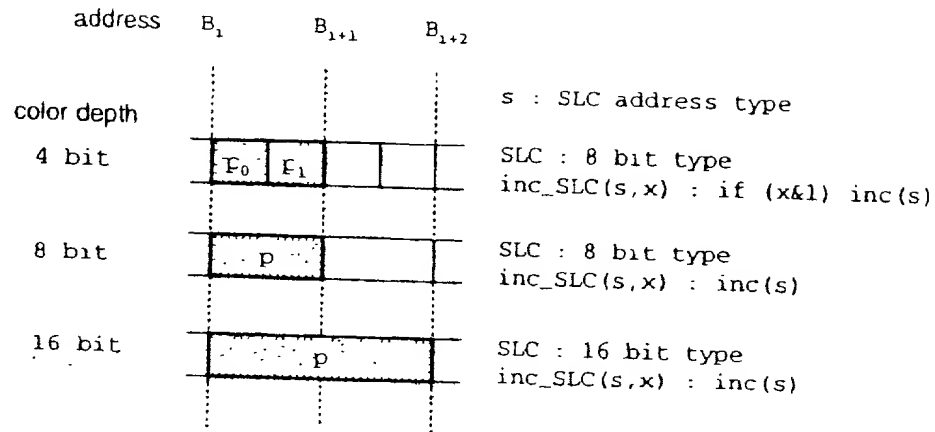


Figure 9

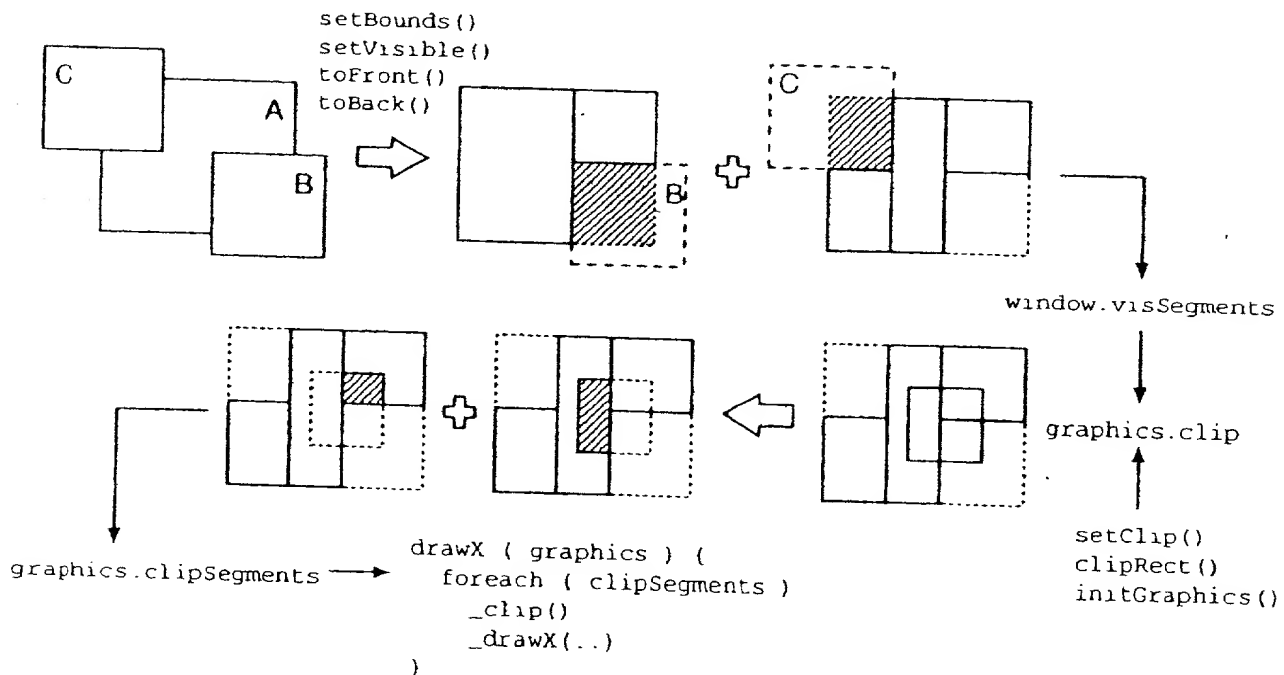


Figure 13

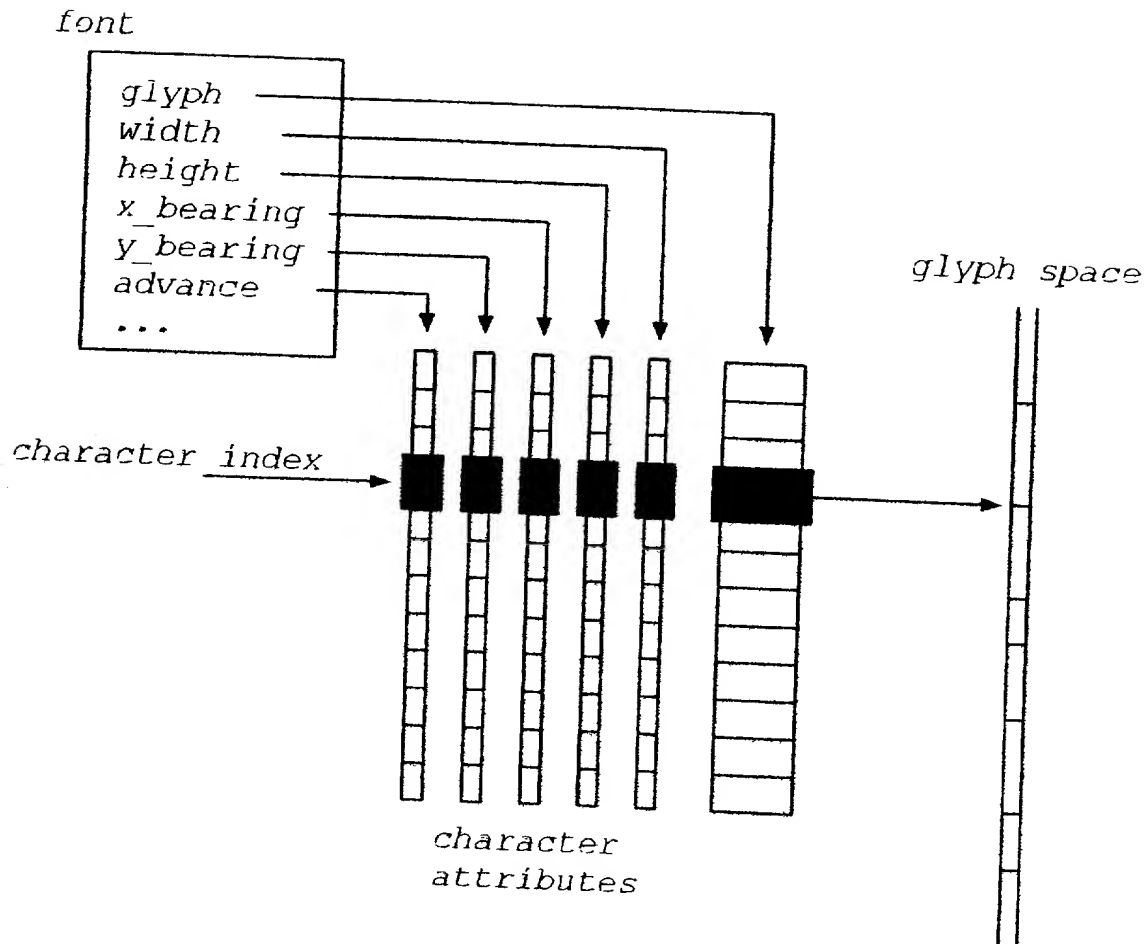


Figure 10

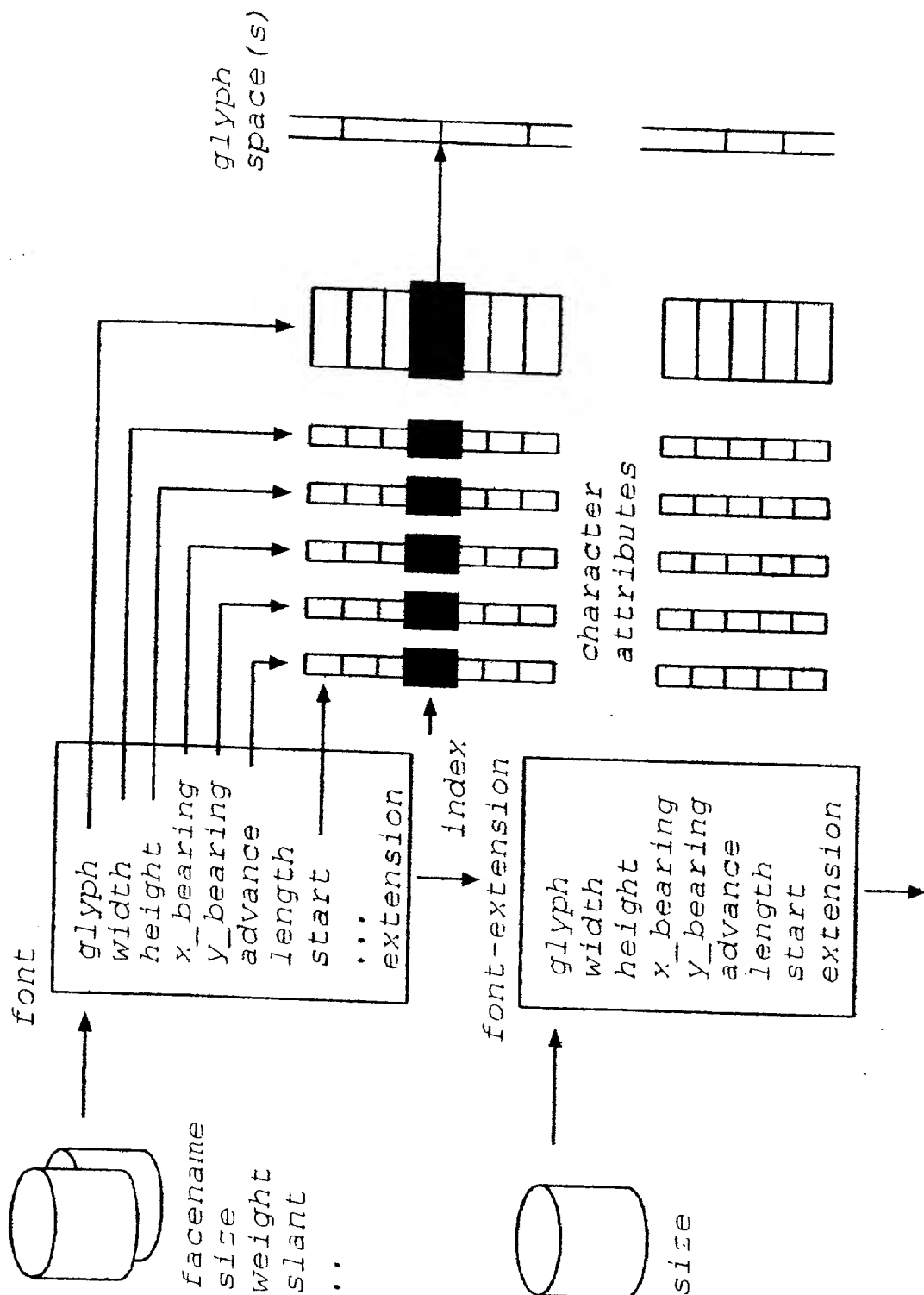


Figure 11

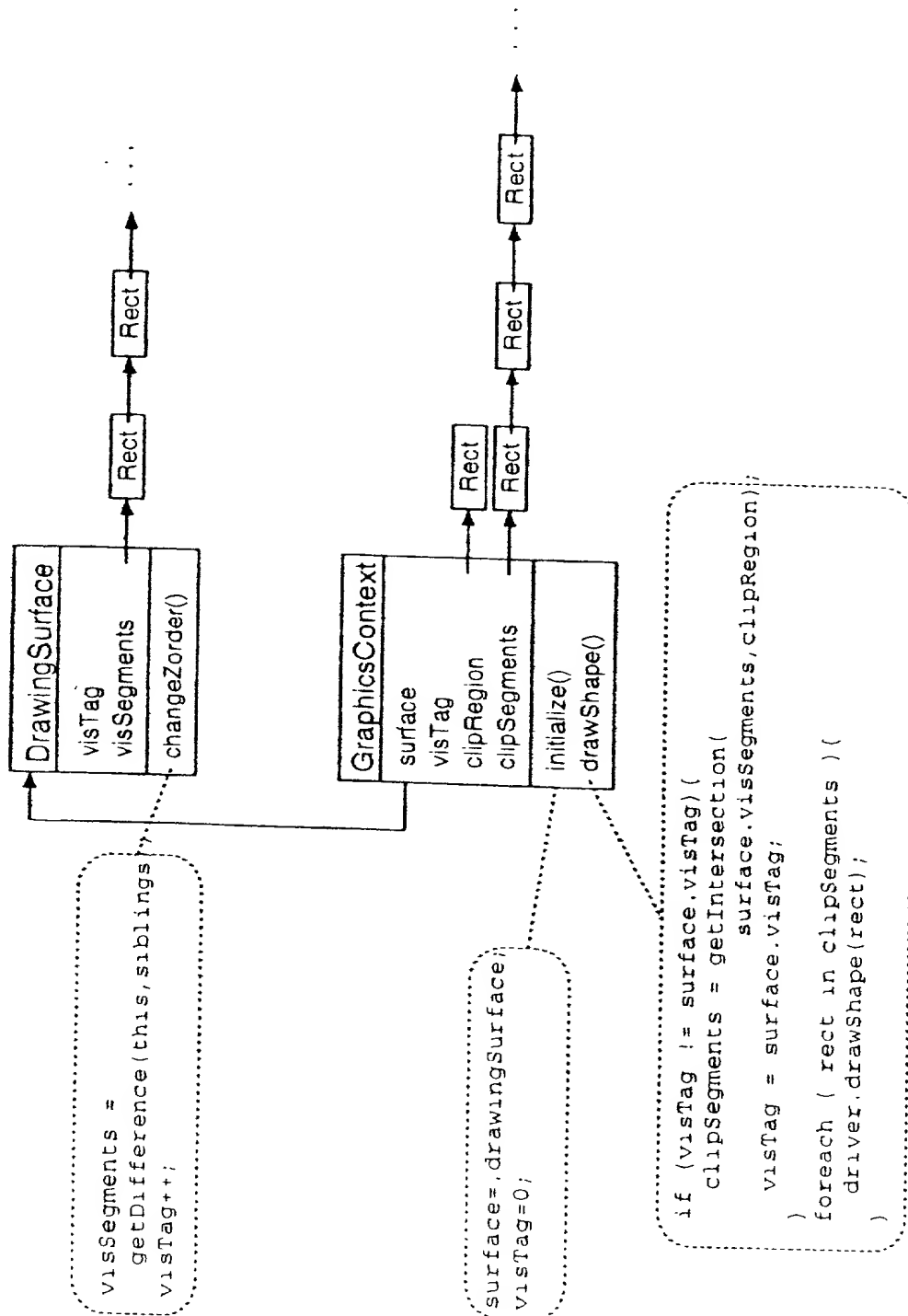


Figure 12

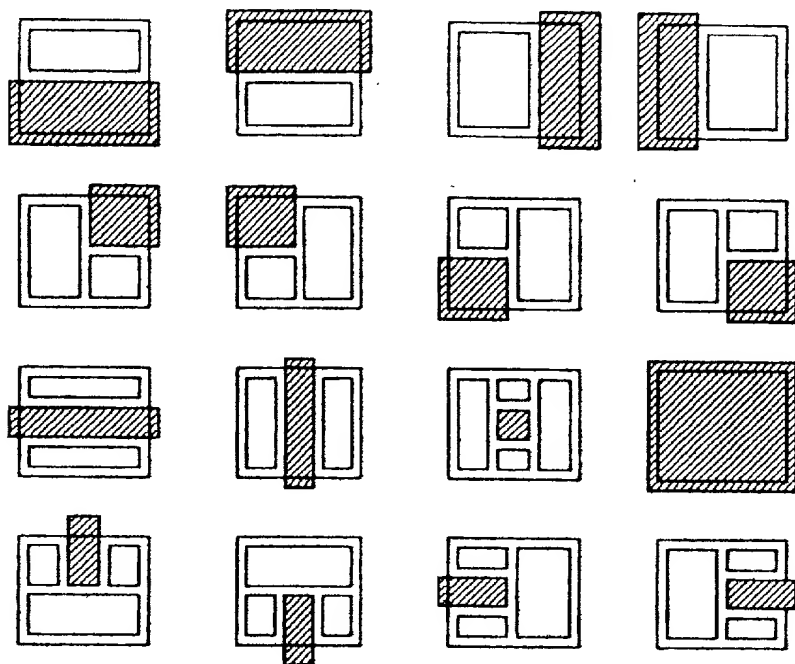


Figure 14

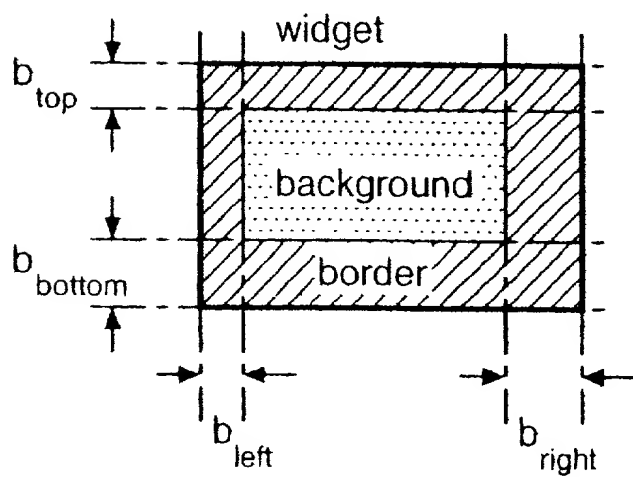


Figure 15

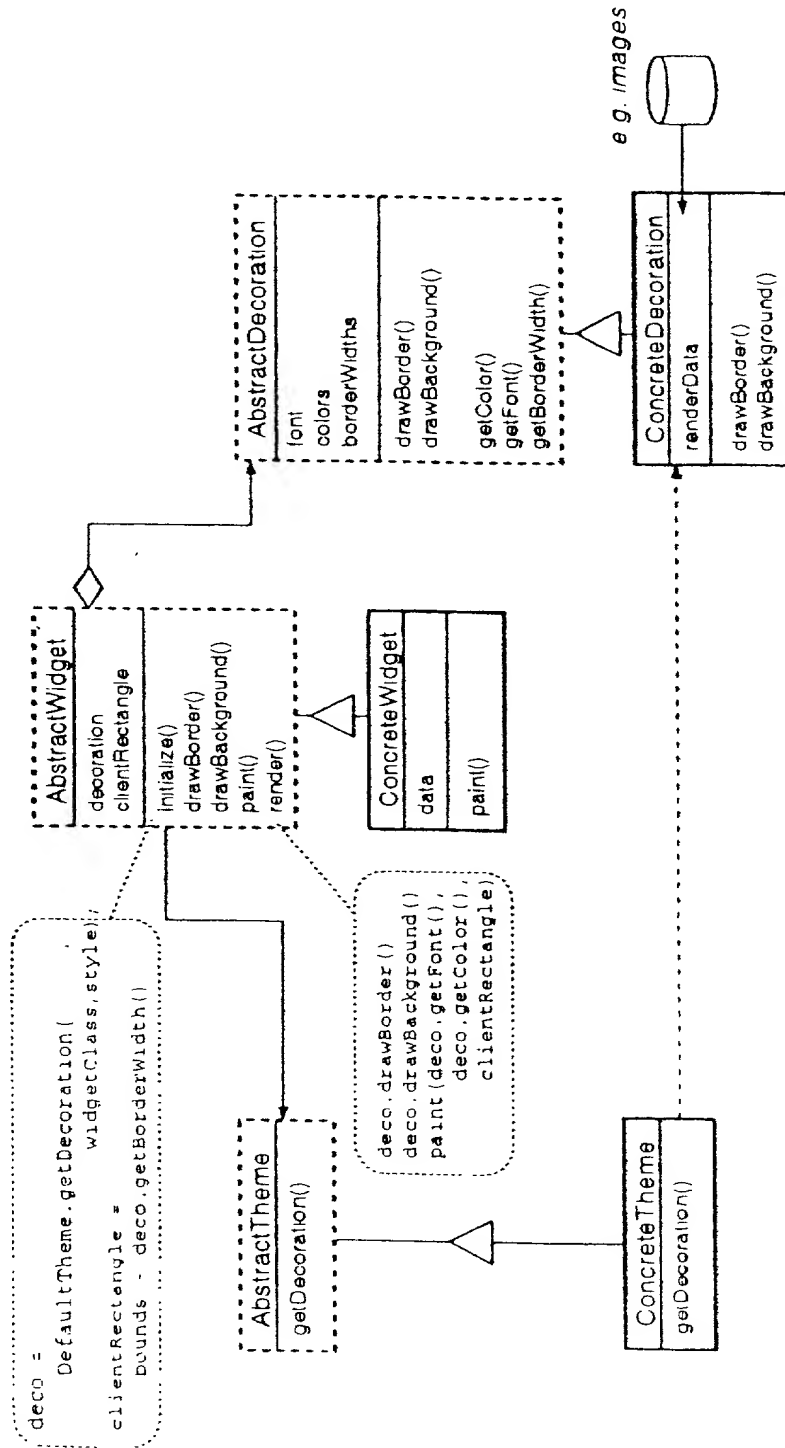


Figure 16

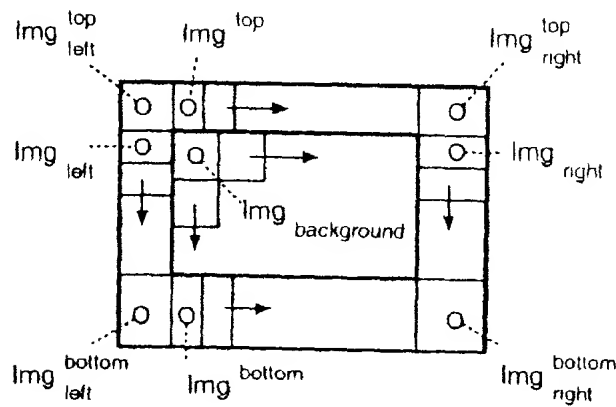


Figure 17

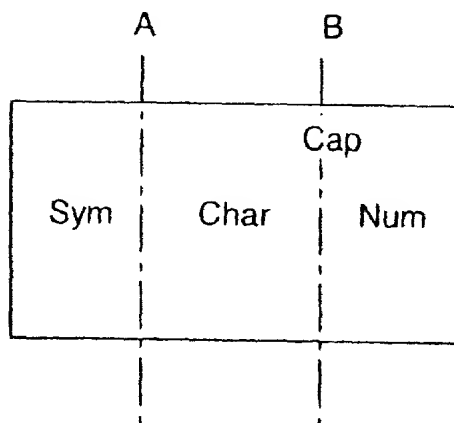


Figure 18

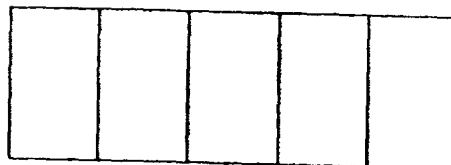


Figure 19

The diagram illustrates three types of lock behavior between two threads, *thread A* and *thread B*, and an *Object* over time (*t*).

- non-overlapping locks:** Shows *thread A* acquiring a lock on the *Object*, followed by *thread B* acquiring a lock on the *Object* after *thread A* releases it. The locks do not overlap.
- recursive thread-internal locks:** Shows *thread A* acquiring a lock on the *Object*, then releasing it and immediately reacquiring it. This represents a thread holding the same lock multiple times.
- lock collision:** Shows *thread A* and *thread B* both attempting to acquire a lock on the *Object* simultaneously. The diagram indicates a conflict or collision between their lock acquisition attempts.

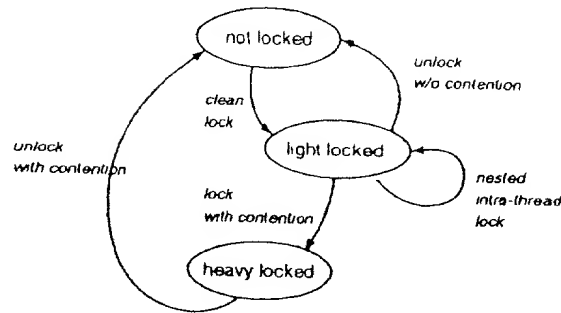


Figure 21

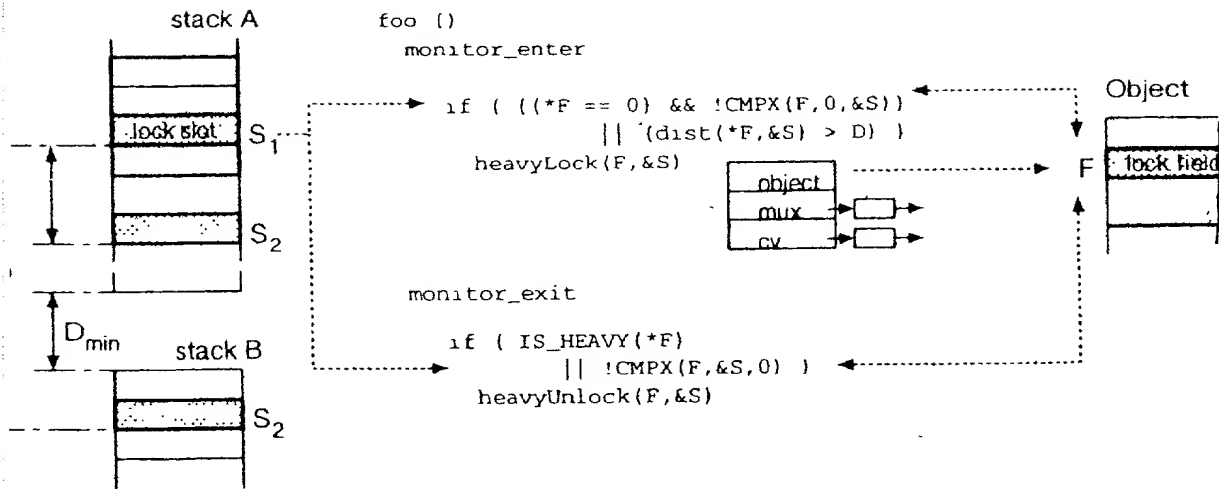


Figure 22